

BATTLEFRONT

Corps Level Command
in World War II



*Roger Keating
& Ian Trout*

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PART ONE

THE GAME ROUTINES

1. INTRODUCTION

Battlefront is a simulation of land combat in World War II at a corps level. That is, you command an infantry or armoured corps against a comparable force led either by your computer or a flesh-and-blood opponent.

The complete package consists of an album, 4 map cards, 2 menu cards, a floppy disk, this player's manual and a strip of save game labels.

If this isn't the case, let us know. We'll replace defective or missing components immediately.

2. HOW THE GAME PLAYS

Before asking you to go through the introductory tutorial, we recommend you read this chapter.

A game of **Battlefront** goes something like this.

Choose the scenario you wish to play. Experienced players may wish to vary an existing scenario or to create an entirely new one.

Choose a handicap level for the game. Handicap levels in **Battlefront** act as a multiplier on the points accumulated by either player. They do *not* affect the artificial intelligence or the combat performance of the protagonists.

Choose whether the game will be played between two humans, one human (either as the Axis or Allied player) or no humans. Note the <OBSERVE> mode is a very useful tool for historical analysis and for testing original scenarios.

The game is now ready to play.

Each scenario lasts for a set number of turns; up to 63. There are four turns to each day (am, noon, pm and nite) so that the maximum length of a scenario is 16 days.

The military forces at your command are battalion size units. These are your basic fighting men. They are organized into larger formations to reflect a proper military hierarchy. A regiment can have up to four component battalions. A division can

have up to four component regiments as well as up to four independent battalions. These independent battalions can be temporarily attached to any of the division's regiments.

Finally, each player can have under his command up to three divisions for a total of 60 battalions. This is the corps formation that you are commanding. There are fourteen different types of battalions ranging from standard infantry, armour and artillery types to airborne, engineer, anti-air and anti-tank, assault guns and tank destroyers.

The battlefield on which you fight is a field of hexagons up to 39 across and 28 down. It can be smaller. The ground scale is approximately 1 km (0.63 miles) per hex. Different types of terrain are represented by different terrain icons. Roads and cities are shown. Places of special significance are designated as objective hexes, and victory points are awarded for control of these at different times in the game.

It is your job as a Corps Commander to use this time, these forces and these conditions to capture and hold as many of your objectives as you can, to destroy as many of the enemy battalions as you can get your hands on and, of course, to prevent your opponent from doing this to you. The player who has scored the most number of points by the end of the game is the winner.

Your interface with the game is a structured set of menus which really do become very easy to use. Trust me!

These menus give you the power to manoeuvre and deploy your battalions, to send them into battle and to refit and re-organize them when necessary. Although each individual fighting unit is a battalion, battalions are grouped together to receive and carry out orders as regiments. Remember, each regiment consists of up to four battalions and can have a further four battalions attached to it. As corps commander you issue a general order to each regiment. Every battalion attached to that regiment will then execute the order.

Only one battalion can occupy a single hex at the end of a turn. This does not prevent them moving through each other when executing your orders.

It is vital to realise the command separation between you and a battalion. From your lofty height in the chain of command, you have no control over the location of individual battalions. They will position themselves in order to best carry out your orders.

You can examine a variety of reports which will provide the information to base your decisions on.

Air strikes and naval bombardments are represented by a variable amount of support points. These can be allocated to help out any regiment.

All orders are issued before any action takes place. Combat between opposing forces is resolved and described by a short report. Other orders are then executed.

Each scenario is accompanied by a short briefing which will give you some idea of what must be accomplished in order to win.

On average you can expect a scenario of ten days length to take 90 minutes to finish in solitaire mode; a little longer if your opponent is human.

3. YOUR FIRST BATTLE

For the next thirty minutes or so we'd like you to step into the combat boots of General Holland M. 'Howling Mad' Smith and command the redoubtable United States Marine Corps as they hit the sandy shores of Saipan!

As well as this rulebook, you'll need to have in front of you the Saipan battle map and the start/game menu card appropriate for your computer.

Start up your computer using the procedure given on the start side of the menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it.

If you select the wrong menu, don't worry. Type (ESC/f1) to go back to the previous menu.

Hit the right arrow key a few times. Now hit the left arrow key and you'll see the cursor moves in the opposite direction. Every menu works the same way.

Before we can start play, we have to select the Saipan scenario, tell the computer to control the Japanese forces and decide whether we wish to use a handicap.

Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select).

Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu).

Use an arrow key to locate the <SAIPAN> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window.

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu F (Handicap Utility). We must now decide whether to use a handicap. Since this is only a tutorial and not the real thing, we will give ourselves as much help as we can get. The handicaps below the <NO EFFECT> line benefit the Allies, those above benefit the Axis.

Use an arrow key to locate the <MAJOR> Allied line and type (RET) to go to Menu G (Player Select). Locate the <ALLIED> line and type (RET). The cursor has been thrown into the briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Have a last look at the briefing screen and you'll see the Allies have a major handicap advantage, the Axis forces will be run by the computer and the Allied forces will be run by human hands.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master).

That's the preliminaries over with. We're just about ready to play.

Turn your menu card over to the game side.

The following illustrations identify the various icons which represent the battalions on the screen throughout the game.

GENERAL BATTALION ICONS (VISIBLE TO BOTH PLAYERS)

	ALLIED INFANTRY		AXIS INFANTRY
	ALLIED ARMOUR		AXIS ARMOUR
	ALLIED ARTILLERY		AXIS ARTILLERY
	ALLIED ROUTED		AXIS ROUTED
	PARACHUTE MODE		AIR LANDING MODE
		AMPHIBIOUS MODE	

Back to Menu H. A current turn briefing appears to the left of the menu window. It is turn 1 of 63. Thus the scenario length is 16 days. Subsequent lines tell you the time of day and the date, the atmospheric weather and the expected weather forecast. The better the weather, the more reliable your air support will be. Precipitation will usually slow down troop movement.

The <AXIS> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <ALLIES> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <AXIS> line will always be overprinted during the game. (The computer does not want you to see what it is doing!)

Please remember this! The only irreversible decision you can make while playing *Battlefront* is to select the <RUN 5> line and type return. This tells the

SPECIFIC BATTALION ICONS

(VISIBLE ONLY TO CONTROLLING PLAYER)

	LEG INFANTRY		ENGINEER
	MOTORIZED INFANTRY		ANTI-AIR
	MECHANIZED INFANTRY		ANTI-TANK
	PARACHUTE		TANK DESTROYER
	HEAVY WEAPONS		ARMOUR
	CAVALRY		ASSAULT GUN
	RECONNAISSANCE		ARTILLERY
XX	DIVISION HQ		 DIV HQ (AX/AL)

A NOTE ON MONITORS AND SOUND

If you are using a black and white monitor, type
Cntl(B) to enter monochrome mode.

If you don't wish to listen to the sound effects, type
Cntl(S) to turn them off.

Repeat the keystroke to reverse the effect.

computer to play out the turn and you will have to wait until the next turn to get control of the game menus.

Until you do this you may return to any menu and change any detail. The one exception to this rule can occur at night. Please see the notes under Menu 2 (Night Operations). Don't worry about this now. We won't be doing any night operations in this tutorial.

Locate the <ALLIES> line and type (RET). As it is a daylight turn, you have gone to Menu 1 (Daylight Operations). What you see is mostly ocean. Below the map is a summary of your corps identity and the victory points you have accumulated to date.

Before issuing orders, we'll review our forces, examine the battlefield, our objectives and the enemy forces.

Select the <REPORTS> line to go to Menu 4 (General Reports). This is just a branch menu. Select the <STATUS> line to go to Menu 5 (Unit Status).

The name of each of your divisions appears beside its I.D. code in the menu window. Select the <DIV 1> line (2nd Marine Division). This screen displays the status of an entire division at a time. The right hand column lists the arrival turn of reinforcing battalions. Most of your troops have yet to turn up and only three battalions are actually available to fight their way off the boats.

The status screen is quite useful and should be consulted about once a day to get an overview of the condition of your troops.

Type (ESC/f1) twice to return to Menu 4. Select the <OBJECTIVE> line. The cursor will rest on one of your objective hexes, the airfield at Asuto Field. The text summarizes the turns for which Victory Points are received, the number of VPs per turn, and any VPs awarded for control at the end of the game. Asuto Field at this time is Axis controlled.

The arrow keys will cycle through all of your objective hexes. Use them now to look at all of your objectives to gain an idea of your overall requirements for winning the game. Check this screen often as the game progresses to make sure you are on track.

Consider the display in the bottom right of the screen. The solid area is the overall map size. The smaller white box represents the location of the hexes currently on the screen. As you move the cursor to different parts of the map, the small box will move to show the relative location of the current screen against the overall map.

Type (ESC/f1) to bring up Menu 1 and select the <ORDERS> line to bring up Menu 9. Our only strategic requirement at the moment is to secure a beach head and make some room for our troops waiting at sea. It is time to fight.

Select the <DIV1> line to bring up Menu 10 and then select <REG ORDER> to bring up Menu 14. You can see that the 2nd Marine Regiment is in reserve and that the other two regiments are still Off Map. Select the <REG 1> line (the other lines are overprinted and cannot be accessed) to bring up Menu 15.

The flashing cursor indicates that the regiment is in the <READY> state. This fact determines what sort of orders we can give. Select the <OB> line. The arrow keys will cycle the cursor through the component battalions of the regiment. We can see that both are fresh, veteran troops who have taken no losses. This status will not last!

The <OB> line is always available from this menu. Use it to keep up with the location and condition of the battalions in each regiment.

Type (ESC/f1) to return to Menu 15 and select the <READY> line to bring up Menu 17. This is the menu with the actual orders for a regiment in the <READY> state.

We will tell our men to drive inland to secure our landing site. Select the <OBJECTIVE> line and use the arrow keys to cycle through them until the

mountain peak <MT TIPOPALE> is on the screen. Type (RET) to confirm the order and return to Menu 15. The men have been ordered to advance on the chosen objective.

We will now give orders to the other regiment which is in Division 2. Type (ESC/f1) three times to return to Menu 9. Select <DIV2> then <REG ORDER> then <REG1>. Select the <READY> line to bring up Menu 17 again.

This time we will target our regiment on a enemy unit. Select <ENEMY II> and use the arrow keys to cycle through the enemy battalions. Only enemy units within a certain range will be available as targets. Place the cursor on the enemy unit in the town of Charankanoa and type (RET). This particular bad guy is now the focus of attention for our regiment.

We have given orders to both of our available regiments. We can now allocate the vital support points from air and naval bombardment which will be a big help in blasting our way ashore.

Type (ESC/f1) three times to return to Menu 10. Select the <SUPPORT> line to bring up Menu 13. The cursor will be flashing against the <REG 1> line and the text will show that you have 20 out of 20 support points to allocate. Allocate all 20 points to REG 1 by typing (20)(RET). Your support points will now read 0 out of 20.

You will not always allocate all your points to one unit, of course. Careful allocation of support points will play a large point in successful play.

Type (ESC/f1) four times to return to Menu H, the Master Game Menu. If you think all is ready select <RUN 5>. Combat and movement will then occur. The Japanese may not attack on this first turn, but if they do, there will be highlighted screen display and you will get the appropriate combat reports.

After the first turn is finished you will be returned to Menu H. It is now turn 2. We will examine the situation and continue the fight.

From Menu H select <ALLIES> then <ORDERS> then <DIV 1> then <REG ORDERS> then <REG 1>. Regiment 1 is virtually certain to be <ENGAGED>. If by any chance regiments mentioned in this first day tutorial are not <ENGAGED> then they will be <CONTACTED>. If this happens to you, issue a <PROBE> order (see Menu 18 for details).

Choose <ENGAGED> and then select the <ATTACK> line to go to Menu 20. This menu lists the kinds of attack order possible. We cannot hang about so select the <ASSAULT> line.

Type (ESC/f1) twice to return to Menu 10. Select the <SUPPORT> line to bring up Menu 13. Allocate all support points to REG 1.

Type (ESC/f1) twice to return to Menu 9. Select <DIV 2> then <REG ORDER> then <REG 1> then <ENGAGED>. Opposition here is probably tougher so we must be a little more cautious. Select the <ATTACK> line and then <PREPARE>. This is a limited attack but will give us a bonus if we assault next turn.

We have now issued orders and allocated support for the second turn. Type (ESC/f1) until you return to Menu H and select <RUN 5> to process turn 2.

In the third turn the regiment from <DIV 2> should assault in the south with most of the support. The regiment from <DIV 1> in the centre should <PROBE>.

When the time comes for turn 4, the night turn, simply type <RUN 5>. Unless the Japanese attack during the night, in which case your men will defend, your troops will pass a restful night and be ready to continue on day 2.

4. THE TYPES OF GAME MENUS

The order menus which drive the game can be divided into four types.

(a) **Branch Menus** - These menus signpost the route to other menus [1,2,4,9,10,14,15]. Note that most of them also provide some information.

(b) **Information Menus** - These menus provide specific information on the various forces and functions in the game [5,6,7,8,16].

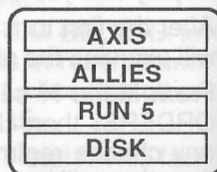
(c) **Action Menus** - These menus are the centre of the game system. All of the orders used in the game are given through them [11,12,13,17,18,19,20].

(d) **Single Function Menus** - [3].

5. THE GAME MENUS DESCRIBED

Menu H (Game Master)

This screen always appears at the beginning of each turn. It is common to both players. It is the first screen you will see after completing the scenario selection details and selecting <START>.



You are told the turn number, the time of day and date, the atmospheric weather for this turn and the weather forecast.

In a two (human) player game you will be able to select either <AXIS> or <ALLIED>. In a one (human) player game a solid bar will be overprinted across the nationality controlled by the computer. The arrow keys will not access a line overprinted with a solid bar.

<RUN 5> is the key which activates the turn. Do not select it until all players have issued their orders.

In daylight turns, the <RUN 5> line will be overprinted with a solid bar until all players have accessed at least Menu 1.

In night turns, there is no insurance on the <RUN 5> line since it is usual (and advised) to let your men get some sleep.

The <DISK> line can be accessed at any time and is the means by which the 'save game' routines are utilized. Please see Menu 3 (Save Game Utility) for full details of these routines.

Menu 1 (Daylight Operations)

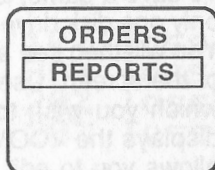
This is a branch menu. The information which appears to the left of the menu window displays your nationality, parent unit formation, the commander's name and the number of victory points accumulated by your side to date.

You should decide whether you want to look at the available information before giving your orders.

If you select <REPORTS> you will be given access to four categories of information. Menus 4-8 will give you all the details.

If you select <ORDERS> you will be given access to the decision making (or action) menus of the game. Menus 9-20 will give you all the details.

We recommend that you make use of the <REPORTS> menu every turn and then issue your orders. A list of the things you should keep an eye on is included in the description of each report menu.



Menu 2 (Night Operations)

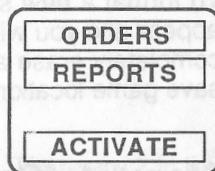
This menu appears in place of Menu 1 (Daylight Operations) on night turns. You will recall from Chapter 3 (How the Game Plays) that each day is divided into 4 turns; a.m., noon, p.m. and nite.

In most circumstances you will want to rest your men at night. The <REPORTS> line is available for selection as usual. However, to use the <ORDERS> line, you will first have to select <ACTIVATE>. This additional key has been included as a precaution against accidentally committing your forces at night.

All men on either side will normally sleep at night unless specifically given an order. You may carry out all actions up to actually issuing an order without waking them up. This means you can examine all your reports, transfer divisional assets, allocate support and move your divisional HQ.

Only orders issued through Menus 17-19 will activate the regiment for the night. This is the only irreversible decision you can make except, of course, selecting <RUN 5>.

You should not attack at night unless you have some off-board support. . . or you are desperate.



Menu 3 (Save Game Utility)

This is a single function menu which allows you to load or save a game or to format a save game disk. Use the arrow keys to locate the <DISK> line on Menu H and type (RET). This brings up the save game utility screen which has three options, <LOAD>, <SAVE> and <FORMAT>.

To save a game, locate <SAVE> with the arrow keys and type (RET). If you have only one disk drive you will be asked to insert the appropriate disk and type (RET). You will then see a list of the games on the disk in the large catalog box at the top of the screen. Use the arrow keys to move the highlighted bar to the location in which you wish to save the game, and type (RET). The menu window now displays the <COMMENT> and <SAVE GAME> lines. Choosing <COMMENT> allows you to edit the boxes containing the name of the game and a three line synopsis, which are in the middle of the screen. When you are ready, locate the <SAVE GAME> line and type (RET).

The game will be saved to the highlighted location with whatever name you have chosen for it. Note that the catalog box displays the turn on which the game was saved. This is done automatically. Hitting the (ESC/f1) key will now return you to the game. One drive users will be prompted for the appropriate disk.

To load a game choose <LOAD>. One drive users will be asked for their scenario or save game disk. Use the arrow keys to move the highlighted bar to the desired game location and type (RET). The chosen game will be loaded. Hitting (ESC/f1) will now return you to the game.

To format a new save game disk choose <FORMAT>. A warning message will appear and you will be asked to insert the disk to be formatted. Hitting (RET) will completely erase any information that was on the disk and provide eight unused save game locations. Please exercise some care in choosing this option.

Menu 4 (General Reports)

This is a branch menu that directs you to each of the four report menus. Use the arrow keys to select the required report and then type (RET).

STATUS
OBJ'TIVE
MAP WALK
CONTROL

Menu 5 (Unit Status)

This is an information menu. Use the arrow keys to locate a particular friendly division (or formation) and type (RET). The map is replaced with a full screen text display of the current state of the chosen division. Consider fig 1.

DIV 1
DIV 2
DIV 3

This example shows the American MIX ARM formation from the *Bastogne* scenario. It is an AD HOC group. It is turn 11.

Turn (11) 1 58 ART fresh vet'n
 1 811 ARM KIA

--MIX ARM

--AD HOC

CCR/9A
 CONTACT
 LOS cut

2	ARM	fit	trn'd	20%	loss
52	ARM	routd	trn'd	20%	loss
73	ART	fresh	trn'd		

CCR/10A
 ENGAGED
 LOS cut

3	ARM	fit	vet'n	10%	loss
20	ARM	fit	vet'n	30%	loss
420	ART	fresh	vet'n	20%	loss
90	INF	tired	vet'n	20%	loss



Fig 1

At the top of the screen are the displays for the division assets. There are 2 in this example; the 58th (ARTillery) and 811th (ARMour) battalions. Both are assigned to the 1st (CCR/9A) regiment of the division. The 58th has a fresh fatigue state. It has veteran troops. It has taken no losses as yet. The 811th, alas, has been eliminated (Killed In Action).

The remaining battalions in the division are grouped by regiment. The regimental I.D. appears inside a box on the left of the screen together with its combat state and supply state. Both of these concepts are explained in detail in subsequent menus.

Thus, the CCR/9A regiment has 3 battalions; the 2nd, 52nd and 73rd. Note that the 52nd has routed.

The value of this information is that it will give you a concise summary of the condition of every battalion in a division on a single screen. It complements the information available on the <O B> lines of Menus 17-19.

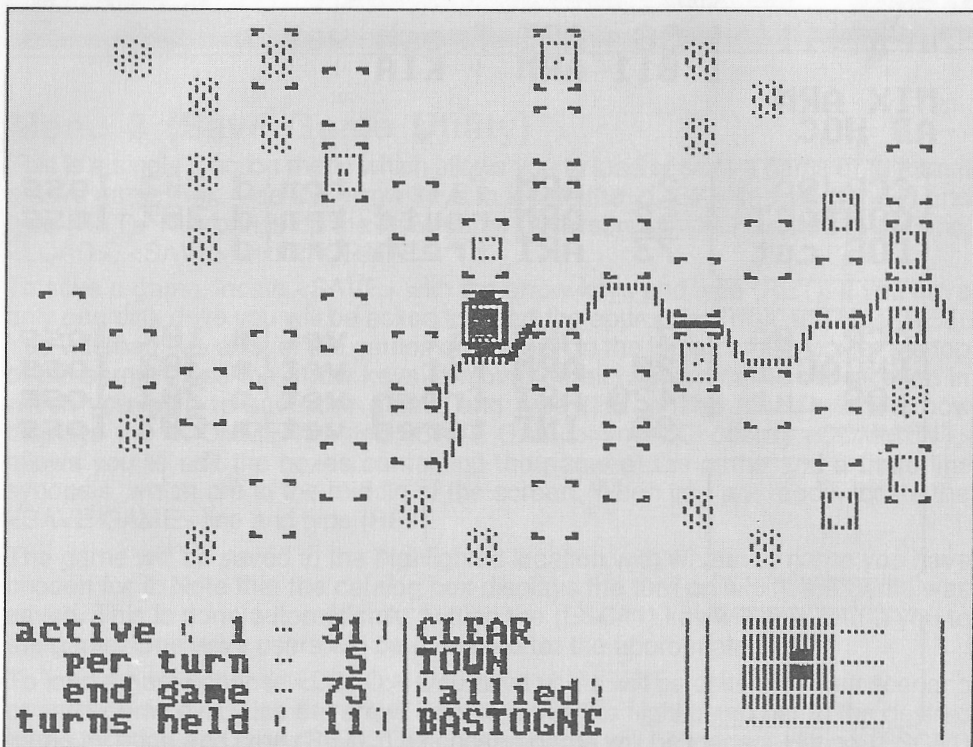


Fig 2

Menu 6 (Examine Objectives)

This is an information menu. Use the arrow keys to cycle through each friendly objective. The information available on each is illustrated below.

Fig 2 is an Allied report. From this example we can see that the name of the objective is BASTOGNE. The cursor identifies its location. It is Allied controlled. The objective is located in a CLEAR/TOWN hex. Five victory points per turn can be earned from the control of this objective between turns 1 and 31 inclusive. A further 75 victory points can be earned for the control of this objective at the end of the game. Finally, the objective has been held by the Allies for 11 turns so far in this game.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

Knowing where your objectives are and their relative value to you in victory points

will make it much easier for you to deploy your forces. Whenever possible, secure every objective within reach and be prepared to defend them for as long as possible.

Frequent checking of this menu will ensure, for example, that you don't defend a particular objective too long (i.e. past the expiry point for earning VPs). It will also keep you aware of when an objective needs to be secured in time to get the most VPs from it.

Menu 7 (Examine Map/Units)

This is an information menu. You are given control of the cursor which may be moved at will around the map by the use of the 1-6 keys or the I,J,K,M keys. Friendly objectives are identified as flashing *target* symbols.

You can (and should) use this menu to get information on enemy units. It is also useful for examining terrain, especially in active portions of the map, and as another source of information on the condition of friendly units.

Position the cursor over an enemy unit. In the lower left of the screen you will be told the type of enemy unit identified (either infantry, armour, artillery or divisional HQ), whether it is contacted or not and, if contacted, an indication of the size of the enemy unit. Type (0) to centre the screen on the cursor.

In the lower centre of the screen you will be told the type of terrain occupied by the enemy unit, whether a town is present or not, who controls the hex and finally whether it is a friendly objective. If so, its name is given.

You may also position the cursor over a friendly unit. When you do so, the general battalion icon will be replaced with the specific battalion icon. See pages 6-7 for illustrations of all the icons. All other battalions belonging to the same regiment as the identified battalion will also display their specific icon.

The information presented on the unit is in exactly the same format as the information available to you when you select Menu 16 (Examine Friendly Units). Please see that menu for full details.

If you position the cursor over an objective hex unoccupied by any units, you will get the same information on the objective as you received in Menu 6 (Examine Friendly Objective). Please see that menu for full details.

Finally, when the cursor is positioned over a non-objective hex and there are no units present, the information display at the bottom of the screen will describe the terrain type in the hex, the presence or otherwise of cities and which player is in control of the hex.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

You may type (RET) to remove all units temporarily from the map. Type (RET) again to replace them.

Menu 8 (Examine Control)

This is an information menu. You are given the same control over the cursor as you get in the previous menu.

All terrain icons are replaced with the Axis and/or Allied control icon. Hexes containing units do not display a control icon; in almost every case a hex occupied by a unit will be controlled by that unit. Fortifications and minefields may take some time to clear. When an enemy fort or minefield has been cleared the fort or mine symbol will disappear.

You may type (RET) to remove all units temporarily from the map. Type (RET) again to replace them.

It is difficult to overstate how important hex control is in the play of the game. Units moving in friendly territory move much faster than they would in enemy territory.

In all other respects the information in this menu is identical to the information provided in the previous menu.

Menu 9 (Division Select)

This is primarily a branch menu for the selection of your divisions. To the left of the menu, the time of day and date are displayed. Underneath is a description of each of the divisions in your order of battle on the line corresponding to the division number in the menu.

DIV 1
DIV 2
DIV 3

Use the arrow keys to locate a particular division and then type (RET) to select it. Note that divisions not in play will be overprinted with a solid bar and not accessible to the arrow keys.

Menu 10 (Division Order)

This is primarily a branch menu for the selection of divisional orders. To the left of the menu, a description of the division is provided.

You are told the name and type of the division, the quality of its leadership, administration and supply (poor, fair, good or excell't) and a percentage estimate of total losses suffered to date.

Divisional leadership is important in combat. It remains fixed throughout the game.

Divisional administration is important in regimental resupply, obtaining replacements and efficiency of movement. It remains fixed throughout the game, unlike regimental administration which fluctuates with the course of the battle.

Divisional supply is the major determiner of regimental resupply. It remains fixed

REG ORDER
SUPPORT
XX ASSETS
MOVE HQ

throughout the game, unlike regimental supply which fluctuates with the course of the battle.

Use the arrow keys to locate a particular divisional order from the menu and then type (RET) to select it. Note that divisional orders which are currently not available for selection will be overprinted with a solid bar and not accessible to the arrow keys.

Menu 11 (Move XX HQ)

This is an action menu. The cursor is centered over the divisional headquarters. Friendly objectives are indicated by flashing target symbols. Use the 1-6 keys or the I,J,K,M keys to select the location you wish the HQ to move to and then type (RET).

If this location is illegal (i.e. the computer can't get there), the error beep will sound and the cursor will return to the Divisional HQ. Otherwise, you will be returned to Menu 10.

In subsequent movement phases, the HQ will move as best it can toward its objective. It has a movement allowance equal to the mechanized minimum for the scenario and pays mechanized unit costs for the terrain it enters. Once it reaches its destination, it will move no further until given a fresh order.

In any subsequent turn, a new objective can be assigned to a divisional HQ. The old objective is voided and the HQ will begin to move to the new destination.

A divisional HQ has an important role in the game. It is the source of supply for its regiments, the administrative centre determining how efficiently supplies and replacements are delivered and a major factor in the efficiency of troop movement.

They are the only units in the game over which the player has direct control; i.e. they are the only units which can be directed to a specific hex.

When deciding where to place a divisional HQ, keep the following points in mind.

Units placed in reserve (either regiments or battalion assets) will head for their divisional HQ and deploy once they get within three hexes of it. Regimental HQs must trace a line of communications to their divisional HQ each turn to receive supplies and/or replacements. We recommend you keep your divisional HQs about 6-10 hexes away from enemy units and directly to the rear of friendly units. Once you've had a bit of experience with their placement, you can try something more adventurous.

A divisional HQ functions more efficiently if it is not moved. As far as possible, endeavour to keep to a minimum the number of times you must move it.

Don't forget your divisional HQs! They never move of their own volition unless they are on the edge of the map or within two hexes of an enemy battalion. You must place them where you want them. It is easy to overlook them in the heat of

battle. There is nothing worse than finding your divisional HQ in the front line and realizing too late that all those troops you thought were refitting in the rear have been caught with their proverbial pants down.

It is especially important to keep an eye on your divisional HQs when you are expecting them as reinforcements. No matter what mode they arrive in they should be put somewhere safe and useful immediately.

Any decisions made with this menu do not become irreversible until <RUN 5> is selected.

Menu 12 (Assign Assets)

This is an action menu. Use the arrow keys to locate a particular divisional asset. If the asset is currently attached to a regiment, all battalions in that regiment will be highlighted with their specific battalion icon.

In the lower centre of the screen, the identities and current attachment of each asset are displayed.

In the lower left of the screen, the current state of the battalion is displayed. You are told the battalion I.D., unit type (INFantry, ARMour or ARTillery), equipment used (e.g. 45mm AT), fatigue condition (exh'd, tired, fit, fresh), experience (green, trained, veteran, elite), percentage casualties to date and supply state (poor, fair, good, excell't).

Once you have located the chosen asset, type (RET) to select it. The battalion may either be assigned to a regiment or placed into reserve. Use the arrow keys to select between <RESERVE> and <REGIMENT>. If you select <REGIMENT>, you are then asked which one. Use the arrow keys to make your decision.

Consider **fig 3**. This example is from the Bastogne scenario. The four battalion assets of the 2nd Panzer Division and their current assignment are displayed in the lower centre of the screen. The cursor on the map identifies the 1/3 Panzer battalion from the division.

From the information in the lower left of the screen we can tell that this battalion is equipped with Mk IV tanks, it is fresh, elite, has taken 10% losses and is mechanized (i.e. it uses mechanized movement costs).

Divisional assets should be allocated to the regiment/s which need them the most. In general, this will be regiments with attack orders or those in tight situations.

Each division can have up to four battalion assets. Note that the assets of one division are not transferable to another division.

The type of battalion asset is important when deciding assignments. For example, assault guns, assault engineers and artillery are very useful in attack while anti-tank guns, tank destroyers and the ubiquitous artillery will be of use in defense.

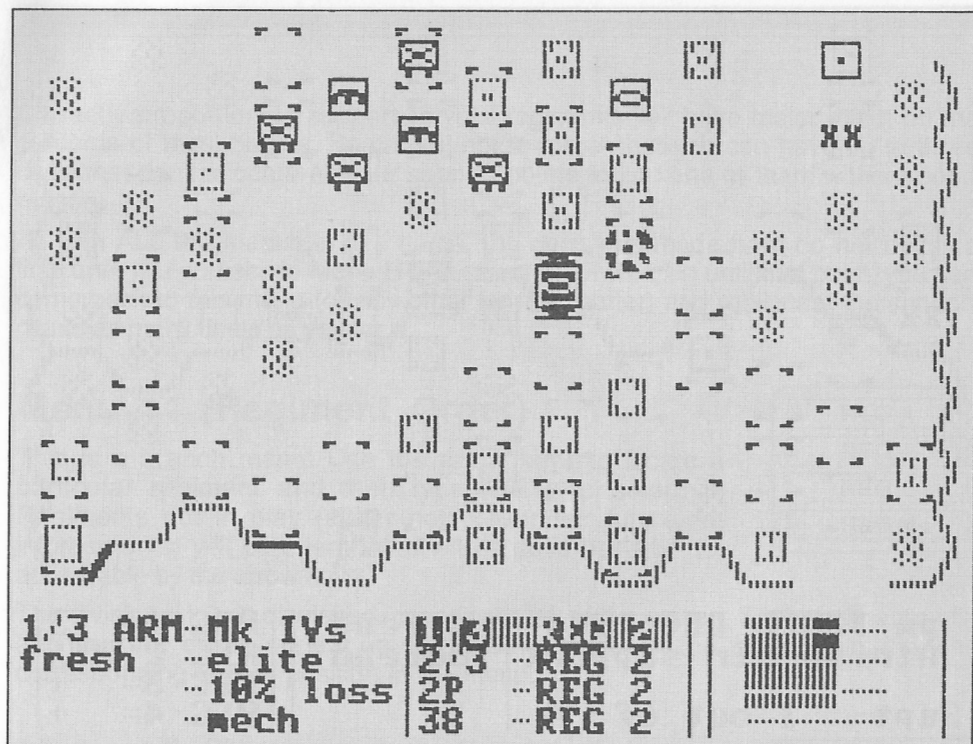


Fig 3

Keep a careful eye on the condition of your battalion assets. Place them into reserve when they become ineffective; i.e. their losses exceed 50% and/or they are exhausted and/or their supply state reaches poor.

Battalion assets placed in reserve will head for their divisional headquarters and deploy once they are within three hexes of it.

The assignment of battalion assets does not become irreversible until <RUN 5> is selected. Until that point, you may return to this menu and reassign any or all of the battalion assets.

Menu 13 (Allocate Support)

This is an action menu. The information to the left of the screen tells you the time of day, the date, the current air power situation (i.e. which player controls the air and to what degree), the number of support points which may be allocated and the number still to be allocated this turn.

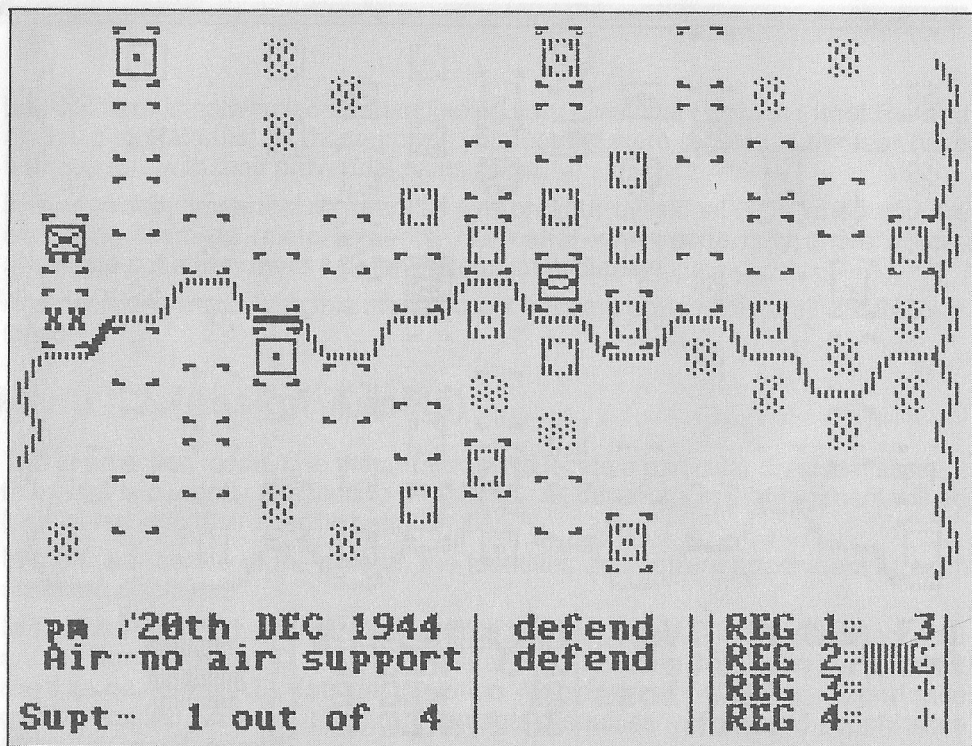


Fig 4

Use the arrow keys to locate a particular regiment and then enter the number of support points you wish to allocate to that regiment. You can cancel an entry by hitting the space bar or by going back to the regiment and re-entering a new number. You will not be allowed to allocate more support points than you have available nor will you be able to access regiments not yet active.

Consider **fig 4**. This example is from the Bastogne scenario. Both regiments of the MIX ARM division have <DEFEND> orders. The weather prediction indicated there would be no air support this turn. Fortunately for the American player, 4 points did get through; enough, perhaps, to save the beleaguered CCR/9A. Three of the 4 points have been allocated to this unit. The remaining point is about to be allocated to the 2nd regiment (CCR/10A).

In general, regiments with attack orders (especially assault) should get the most support. Regiments in tough/desperate defensive situations also need all the help they can get. In fact, everybody needs support and you will find there's never enough to go around.

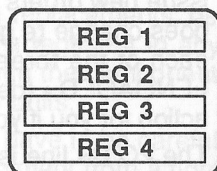
Correctly proportioning support to your regiments will have major effect on the outcome of most battles. Be careful not to forget that you can have up to three divisions; don't allocate all your support points to just one of them without good reason.

As with ALL the menus in this game, the decisions made here do not become final until you go back to Menu H and select <RUN 5>. Up until that point, you can come back to this menu (or any other for that matter) and reallocate the support points as many times as you wish.

Menu 14 (Regiment Order)

This is a branch menu. Use the arrow keys to locate a particular regiment and then type (RET) to select it. Regiments not in play (either not present or future reinforcements) will be overprinted with a solid bar and not accessible by the arrow keys.

The divisional I.D. is displayed in the lower left of the screen. Each regiment's I.D. and current order appear in the lower centre of the screen on the line corresponding to their position in the menu.



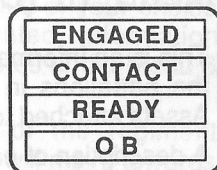
Menu 15 (Regiment Action)

This is a branch menu. The information displayed to the left of the menu tells you the division and regiment I.D., the type of regiment, regimental leadership, administration and supply state (poor, fair, good, excel't) and percentage losses to date.

The regimental headquarters is attached to a single battalion from the regiment, usually the one farthest from enemy units. Throughout the game, the location of the regimental HQ will shift from battalion to battalion in response to the ebb and flow of battle. There is nothing the player can do to affect the location of the regimental HQ. They cannot be destroyed until the last battalion from the regiment is destroyed. Note that the regimental HQ can be located with a battalion asset assigned to a regiment.

At every stage of the game, an active regiment (i.e. one with at least one battalion on the map) will be in one of three states. These are <READY>, <CONTACT> and <ENGAGED>. The computer determines which state the regiment is currently in. The current state of a regiment determines which actions it may perform.

A regiment in an <ENGAGED> state is more or less *toe to toe* with the enemy. As a useful rule of thumb, a regiment will count as engaged whenever two or more of its battalions are within two hexes of the same enemy unit.



A regiment in a <CONTACT> state is in proximity to enemy units. At least one battalion is within two hexes of an enemy unit.

The enemy unit responsible for triggering an <ENGAGED> or <CONTACT> state is identified by the target icon.

In other circumstances, a regiment is in a <READY> state.

Thus, only one of the three regimental actions is available to the player. The other two are overprinted with a solid bar and are not accessible to the arrow keys.

A regiment will keep the same action from turn to turn unless you step in and issue new orders provided the combat state does not change. If the combat state does change (e.g. from <READY> to <CONTACT>), then the default actions for each of the three states are <READY> (deploy), <CONTACT> (defend) and <ENGAGED> (defend). In this circumstance, the computer will select the default action for you if you don't issue an order yourself.

The <O B> line is always selectable. It stands for 'Order of Battle' and is used to get a detailed breakdown of the condition of each battalion in the regiment, including those assigned from the divisional reserve.

Use the arrow keys to locate the available regimental action line or the <O B> line and type (RET) to select it.

Menu 16 (Detailed O B)

This is an information menu. Use the arrow to cycle through each battalion. All of the battalions in the regiment are identified by their specific battalion icons. Assets attached to the regiment from the divisional reserve are also included.

A description of each battalion appears on the far left of the menu.

You are told the battalion I.D., unit type (INFantry, ARMour or ARTillery), equipment used (e.g. 45mm AT), fatigue condition (exh'd, tired, fit, fresh), experience (green, trained, veteran, elite), percentage casualties to date and supply state (poor, fair, good, excell't).

To the immediate left of the menu, you are told the type of terrain in the hex, the presence or otherwise of a town, who controls the hex and whether it is a friendly objective.

It is a good idea to have a careful look through your OBs, especially on the first turn and at regular intervals throughout the game. Once a regiment's average casualties start to mount, you must plan to have it relieved before a real disaster can occur.

Do not launch any type of attack with exhausted troops. Except in an emergency, a regiment with more than one exhausted battalion should be placed in reserve.

Never forget that the worst casualty rates occur when your men are worn out, hungry and have already sustained substantial losses.

Menu 17 (Ready Action)

RESERVE
OBJ'TIVE
ENEMY II
DEPLOY

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <READY> state.

(a). Reserve. A regiment placed into reserve will attempt to move to within three hexes of its divisional HQ and deploy there. A battalion with a deploy instruction will seek out the best defensive terrain in the immediate vicinity.

A regiment in reserve is more likely to recover fatigue, receive replacements, be resupplied and to re-establish its administrative routine than a regiment in any other state. This refitting procedure will be much enhanced when the component battalions of the regiment are more than two hexes from enemy units.

The reserve state is an inefficient formation for fighting so you have to be careful when issuing this order. It is always a bit tricky to rescue a regiment from a tight combat situation. Please see the notes on the <RESERVE> action under Menus 18 (Contact Action) and 19 (Engaged Action).

Selecting a <RESERVE> state under the <READY> menu is usually pretty safe. Just make sure your divisional HQ is out of harm's way and 6-10 hexes clear of enemy units.

(b). Obj'tive. Use the arrow keys to locate the friendly objective of your choice and then type (RET) to select it. As each objective is located, information describing it appears to the left of the menu. Please see the notes under Menu 6 (Examine Objectives) for full details.

Once an objective is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it, generally selecting the quickest route.

This action is the principal means of manoeuvre for uncommitted regiments. Use it to get your men into position prior to engaging the enemy.

(c). Enemy II. Use the arrow keys to locate the enemy battalion of your choice and then type (RET) to select it. As each enemy battalion is located, information describing it appears to the left of the menu. Please see the notes under Menu 7 (Examine Map/Units) for full details. Only those enemy battalions within 8 hexes of the friendly regimental HQ battalion can be selected by this action.

Once an enemy battalion is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it, following the most direct route.

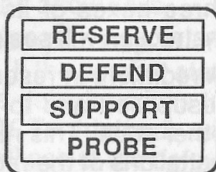
You use this action to send your men into battle!

(d). Deploy. This action is chosen in those circumstances where there are no enemy units nearby but nevertheless you wish the regiment to remain in place, presumably to counter a future threat. Individual battalions will seek out the best

defensive locations in the immediate vicinity within supporting distance of each other and await your further instructions.

Remember that <DEPLOY> is the default action for the <READY> state. Thus a regiment given a <RESERVE> order while in a <CONTACT> state will revert to a <DEPLOY> order if its state changes to <READY>. See Menu 15 (Regiment Action) for full details.

Menu 18 (Contact Action)



This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <CONTACT> state.

(a). Reserve. This action has the same effect as it does in the preceding menu (and the following one for that matter). You just have to be more careful when using it as enemy units will be much closer to you.

If at all possible, commit a fresh regiment to the front before withdrawing a worn out one. Sometimes this is not possible and you'll just have to hope that your men can outrun their pursuers. Remember they'll be operating in enemy territory while you will (hopefully) be in friendly territory.

(b). Defend. This action is basically self-explanatory. Battalions within two hexes of enemy units dig-in in situ while others in the regiment deploy to the best defensive terrain in their immediate vicinity.

It is the safest formation and when in danger (or in doubt), select it.

Remember that <DEFEND> is the default action for the <CONTACT> state. See Menu 15 (Regiment Action) for full details.

(c). Support. This action is a more vigorous type of defense. Battalions within two hexes of enemy units will dig-in as they do with the <DEFEND> action however, all other battalions from the regiment (including those attached from the divisional reserve) will move up to support the contacted/engaged battalion/s.

This action is chosen either to stiffen the defense of a particular sector or to assemble the regiment's components in preparation for a planned future offensive. Don't select it when you're heavily outnumbered and short of reinforcements/reserves.

(d). Probe. This is the most aggressive response you can make while in the <CONTACT> state. Rather than dig-in, those battalions within two hexes of enemy units immediately launch a limited attack while the other battalions from the regiment move up into supporting positions in the expectation of contributing to the battle in the next turn.

This action should not be taken unless you have considerable numerical superiority and a pressing need for some decisive achievement.

Menu 19 (Engaged Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ENGAGED> state.

RESERVE
DEFEND
DELAY
ATTACK

(a) **Reserve.** Please refer to the notes in the two previous menus.

(b). **Defend.** Please refer to the notes in the previous menu.

Remember that <DEFEND> is the default action for the <ENGAGED> state. See Menu 15 (Regiment Action) for full details.

(c). **Delay.** If the regiment is subjected to a major attack, it will withdraw in the direction of its divisional HQ. This action will minimize losses from full scale assaults at the price of conceding ground.

If the regiment is not attacked, the order will be treated as a <SUPPORT> order; i.e. it will concentrate the regiment either for a future offensive or a more localized defense.

(d). **Attack.** This action is not an operative command in itself. It directs you to a subsidiary menu wherein you choose the type of attack you wish to launch. All attack orders also serve as a mechanism for concentrating dispersed battalions from a regiment.

When it comes time to get the job done, you'll have to hit this key!

Menu 20 (Attack Action)

This is the ultimate action menu. The decisions you make here will be vital in determining the outcome of the battle. The type of attack you should choose will depend on the current circumstances.

PROBE
PREPARE
ASSAULT
EXPLOIT

The single most important thing to remember is that the <ASSAULT> action is not automatically the most effective way of destroying your opponent!

Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ATTACK> state.

(a). **Probe.** This is a conservative and exploratory type of attack. It reduces your losses to the minimum while giving you a good idea of your opponent's strength. You won't do much damage to the enemy. Should you experience a simultaneous attack from your opponent, you will be in the best condition to receive it. It has the same effect as a <PROBE> under Menu 18.

(b). **Prepare.** To all intents and purposes, this appears to be another <PROBE> attack. However, it is simply a diversion while the regiment prepares to launch a full scale assault. You will inflict the same level of damage on the enemy as you would with a <PROBE> attack but you are much more vulnerable to a

counter-attack. Regiments attacked while executing a <PREPARE> order can get quite badly chewed up.

The value of this order is that it makes a subsequent assault very much more effective. You really must use prepared assaults against tough enemy opposition.

(c). **Assault.** These are full scale attacks using every component of the regiment which is in a condition to participate. They can result in horrendous losses for both sides. Make sure you allocate as much off-board support and as many divisional assets as you can spare. Every little bit helps!

(d). **Exploit.** This type of attack should be launched against a weaker enemy position. It gives the attacker the greatest opportunity to advance after the fighting. Do not use it against a tough enemy position; your losses could well reach unacceptable levels.

6. THE COMBAT ROUTINES

There are two types of combat in *Battlefront*. For convenience, they are referred to as *regimental combat* and *minor combat*.

The effective combat radius of all units is 2 hexes, regardless of type. Certain ranged units can be effective up to 15 hexes from their target. It is quite important to remember that the exact positions of the opposing battalions matter only insofar as battalions must be within 2 hexes or within range of an enemy unit to fight.

A battalion under attack can receive support from friendly battalions within 2 hexes (or range) of itself. Battalions with the same regimental I.D. are much more likely to provide support.

As a result of combat, battalions will lose strength points and become fatigued. They may even rout if the battle goes too badly against them. Routing battalions are readily identified on the screen by their distinctive icons. The supply and, to a lesser extent, the admin values of the regimental HQ are reduced in proportion to the intensity of the battle.

Whenever a regiment executes an attack order, you will receive a report providing you with the details.

Consider **fig 5**. The battalion under attack is identified by the target icon. It is from the CCR/9A. It has a <defend> order. It is being attacked (using an <assault> order) by the 77th Rgt of the German 26th Infantry Division. The Germans took no losses; the Americans sustained light losses. Neither side received any off-map air support.

In addition to the regimental battles displayed in the combat reports referred to above, all other opposing units adjacent to each other are subject to the *minor*

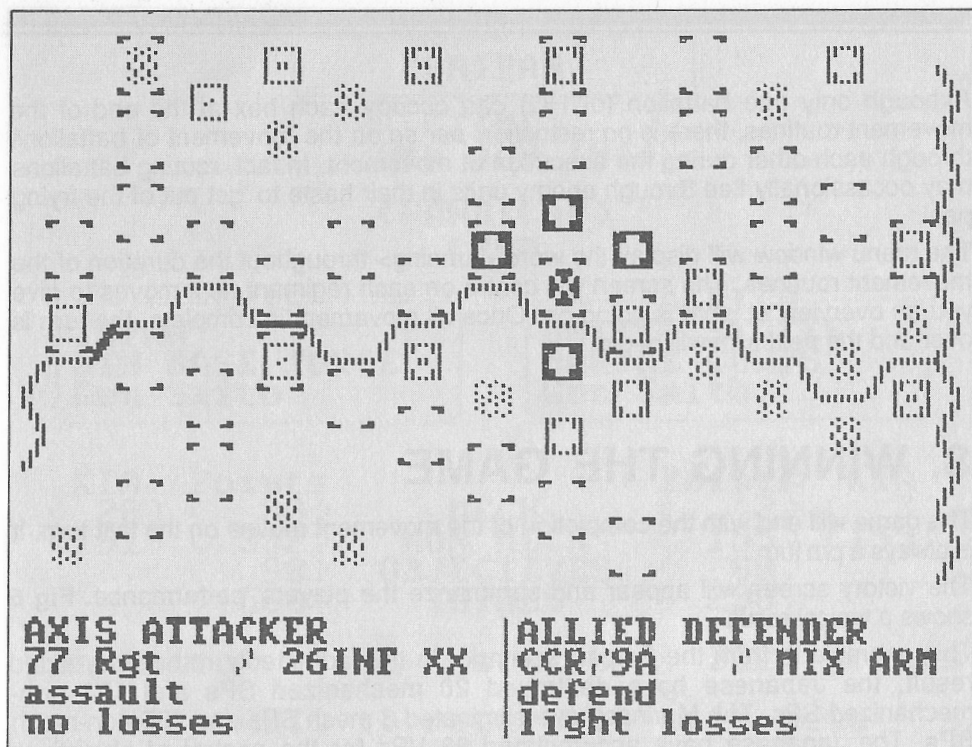


Fig 5

combat routine. The results of this routine are not displayed on the screen. Battalions may suffer fatigue and/or strength point losses as a result of minor combat. The likelihood of an adverse result is related to the intensity of combat in the immediate vicinity.

7. THE MOVEMENT ROUTINES

Once the last combat report has been displayed, the movement routines are activated. The computer determines in which order the regiments will move. This is based on admin, experience, supply, leadership, current order and a small random component.

If necessary, the movement routine will be divided into a series of *pulses*. This is to ensure that no single battalion moves more than 4 hexes (or 8 along a road) before every battalion has had a chance to execute its order.

Although only one battalion (or HQ) can occupy each hex at the end of the movement routines, there is no restriction *per se* on the movement of battalions through each other during the execution of movement. In fact, routing battalions may occasionally flee through enemy units in their haste to 'get out of the frying pan'.

The menu window will display the word <running> throughout the duration of the movement routines. The screen will centre on each regiment as it moves to give you an overview of what is going on. Once all movement is complete, the turn is over and the next turn will begin.

8. WINNING THE GAME

The game will end with the completion of the movement routine on the last turn. It is always a pm turn.

The victory screen will appear and summarize the players' performance. Fig 6 shows a typical result.

This example is from the Saipan scenario. In this admittedly rather one-sided result, the Japanese have destroyed 20 mechanized SPs and 191 non-mechanized SPs. The Marines have eliminated 3 mech SPs and 155 non-mech SPs. The Japanese have accumulated 98 VPs for the control of objectives throughout the game while the Marines have scored only 80.

9. TACTICS

Some parts of the game are so vital to playing it properly that they need to be specified in one place rather than scattered throughout the menu explanations. They are **combat** and **supply**.

Combat. There are many factors in the game that are considered in the resolution of combat. The most important of these are the fatigue state, casualty level, and supply state of the troops. Deficiencies in any one of these areas can make a serious difference to combat performance. These are variables that are immediately affected by your command decisions and deserve your closest attention.

Tired or exhausted men cannot fight effectively. A combat result can cause loss of strength, fatigue or both. Thus men can lose fatigue points in combat in both attack and defence. Each attack can cost fatigue points and repeated assaults without a break will cause extra fatigue and supply losses.

Fatigue is recovered best at night by sleeping, and attacking at night will certainly

SAIPAN

(TIME)
30th JUN 1944

(HANDICAP)
even

AXIS

JAPAN
5TH BASE FORCE
Gen Saito

ALLIED

UNITED STATES
MARINE CORPS
Gen Smith

KIA	Points
(20)	(80)
(191)	(382)
	(98)
	(560)

MECH	Points	KIA
	(3)	(3)
NON MECH	(155)	(155)
OBJECTIVES	(80)	
TOTALS	(238)	

Gen Saito

wins by (322) points

Hit (RET) to return to main menu

Fig 6

cause fatigue losses and should only be done where really necessary. Regiments in reserve will recover fatigue much better than regiments in any other state and tired units should be placed in reserve to allow more rapid recovery. Attacking with units that are tired or exhausted invites disaster.

Units lose effectiveness as the casualty level mounts, over and above the actual loss of strength points. Any battalion with over 20% casualties is a definite candidate for reserve and units with over 50%, even if they remain on the battlefield are not very useful.

Casualty levels are not the absolute totals of killed and wounded. Rather they reflect the steady lowering of the number of men willing and able to effectively fight the enemy. Most of the casualties will not be hurt at all but are out of contact, cut off, confused or leaderless, pinned down or otherwise ineffective.

Putting such a unit in reserve will allow re-organisation and replacement and will restore it to a reasonable fighting condition. A unit committed and taking too many

casualties may break and rout. Lack of supply and exhaustion may also cause rout. A routed unit is no longer effective as a fighting force and will automatically retreat towards its divisional HQ. If it reaches the HQ it may recover.

Routed units may not be targeted for normal combat but will suffer additional losses if they are adjacent to enemy units. Any unit suffering overwhelming casualties may simply cease to exist for game purposes. Such a unit is noted as KIA and disappears from the game.

Supply. The toughest unit is helpless without bullets and useless without food. The regimental supply level is used for combat purposes. Its likelihood of replenishment is related to its current order (reserve is best, assault is worst), the divisional HQ supply value and both HQs' admin values.

The divisional HQ supply and admin values do not change! If these are low you have to be extra careful in selecting an attack plan. Although a regiment may start with decent supplies, resupply will be a chancy procedure. Attacks use a lot of supply, so avoid unnecessary combat.

Even if divisional supply is good each regimental HQ must trace a line of friendly controlled hexes to the divisional HQ to establish resupply for each regiment. You will be told if the LOS is open or blocked. Placement of the divisional HQ is critical.

Terrain prohibited to mech units and the presence of enemy units may also block supply. If your LOS is blocked you cannot afford to wait too long before unblocking it.

One Final Note. Do not confuse your perspective of the battlefield with that of your battalions. You may well have splendid reasons for ordering a regiment to point A. The regiment is, however, under pressure from point B. A battalion does not have your panoramic view. It will shoot back.

In other words, local conditions will over-ride your orders in certain circumstances. There is nothing you can do about this. Once you appreciate the difference in perspective, you will be on your way to mastering the game. Deal with the point Bs effectively and you will arrive at point A.

10. SCENARIO NOTES

The following notes are intended as a brief guide to the scenarios. They will give you a good idea of what to do (and what not to do) when playing either side.

Scenario 1 (Crete)

Germany. The Germans have two divisions in this scenario. The 7th Parachute Division lands scattered over most of the map. Its prime responsibility is to secure

Maleme airfield, at the same time preventing any Allied reinforcements from approaching the vital airstrip. The best Allied troops are those contesting the airstrip. Other important objectives are Canea, Suda, and 'The Prison'.

The 5th Mountain Division begins arriving on the second day at the rate of approximately one regiment per day. These troops are better equipped than the paratroops and should be given the toughest jobs as soon as they become available.

You have 7 days to drive the Commonwealth forces from the field. In order to win, you will have to do just this!

Commonwealth. There are 2 divisions available to you. The first is the 2nd New Zealand Infantry Division (these are Roger's countrymen, so look after them). The second is an Ad Hoc formation of infantry, garrison and local militia battalions of dubious value. It also includes the few tanks on the island.

It is vital, but probably impossible, for you to keep control of Maleme airfield. Even if the Germans capture it, you must keep as much pressure on it for as long as you can. Your supply situation will probably be as bad as the Germans with many regiments cut off from their divisions.

Nonetheless, you must mass against one of the German concentrations around Canea and try to rub it out. . . quickly.

No matter how badly the battle seems to be going, don't despair. Fight as hard as you can for every objective and you will give yourself a reasonable chance of achieving a win in the scenario.

Scenario 2 (Stalingrad)

Germany. The Germans have two panzer divisions in this scenario; the 17th which arrives late on the first day and the 23rd which begins south of the Aksay River. They must smash the infantry division opposing them, force a crossing of the river and reach their objectives on the north edge of the map in the 7 days allowed.

Von Paulus' trapped 6th Army in Stalingrad is desperately awaiting relief. You cannot afford to take the pressure off. You must keep attacking the fast arriving Soviet reinforcements before they can develop a defensive line.

If you fail to win the scenario, von Paulus will be forced into ignominious surrender.

Soviet Union. There is little you can do to save the doomed remnants of the 302nd Rifle Division; *c'est la guerre*. Their job is to buy as much time as possible for the relieving 87th Rifle Division and 13th Mechanized Corps to seal the breach.

It's inevitable that the Germans will force the eastern end of the river. You may well be able to cork the western bridges; if not, you must keep the breakout from

linking up with eastern penetration. If you can keep the northern objectives out of German hands, a win is almost certain. You will be responsible for ensuring the turning point of the Great Patriotic War.

Scenario 3 (Saipan)

Japan. For the first few days after the initial landings, the Americans will be at their most vulnerable. Use this opportunity to constrict their perimeter. The regular army division is mostly very good; the composite formation of mixed quality. You must watch your casualties and fatigue state. There is plenty of room at the northern end of the island for resting worn out battalions.

The very rugged nature of the terrain will make American progress slow and costly once you adopt a defensive strategy. Resign yourself to losing the southern objectives eventually. You should be able to hold onto Tanapagu and Marpi Field.

United States. The notes in the tutorial will have prepared you for the early phase of the battle. Once you have secured your landing sites and established a quiet area to refit worn out troops, you must begin an assault along the narrow northern arm of the island. Use 1 regiment from each division at a time while cycling the assets for maximum use.

You must keep the Japanese under continual pressure. If they are given too much leeway to refit their troops, you'll never get next nor near Marpi Field.

Scenario 4 (Bastogne)

Germany. The 2nd Panzer Division pours onto the map on the first day. Elements of the Panzer Lehr Division arrive to assist at the end of the day. Smash the delaying elements of the 9th and 10th Armoured Divisions blocking your way to Bastogne and enter the city as soon as possible. The 26th Infantry Division will back you up in a couple of days.

Occupy as many of your objectives in the north and south of the map as you can. If you can accomplish these tasks, sit back until a suitable opportunity arises to counter-attack the reinforcing 4th Armoured Division.

Panzer Divisions are tough and should be used for attacking. Just keep a careful eye on your supply situation.

United States. The armoured elements in front of Bastogne must hold on long enough to let the lead regiments of the 101 Airborne Division reach Bastogne. This they must defend to the death. The Germans have little chance of winning without control of the city. Use 1 regiment from the 101 to prevent the Germans from encircling you to the north and keep 1 regiment in reserve.

Once the 4th Armoured arrives, begin local counter-attacks. You receive a lot of points for destroying German tanks.

PART TWO

THE DESIGN ROUTINES

1. INTRODUCTION

The following notes are meant as an overview of the design process. The information they contain will provide some insights into how the game works, and should be read at some stage even if you never construct your own scenarios.

Varying an existing scenario is fairly straight-forward and we provide an example of how to do this in Chapter 4. However, designing a full scenario will require a reasonable degree of familiarity with the game itself.

We will be publishing complete **Battlefront** scenarios in our magazine *Run 5*. For details on our *Run 5* magazine, please see the note included in this manual.

2. USING THE DESIGN MENUS

The back page of this booklet contains a schematic display of the design menus. They operate in the same way as the Game menus that you have already used.

It should be noted that unlike our previous design kits in **Carriers at War** and **Europe Ablaze** there is no requirement to save changes made during an editing function. Thus none of the edit menus have a <SAVE> option. Any changes you make on the screen will be instantly recorded. However, all design operations must still be saved to the disk or they will be lost when the machine is turned off.

In **Battlefront** there is no distinction for editing purposes between a scenario and a game in progress. A game can be saved to disk, edited as you see fit and then restarted.

This is a feature to be used with restraint. While you can change sides with the computer, for instance, it will generally take until the end of the next game turn for the computer to readjust.

This feature will allow the development of an extended (or campaign) structure for fighting battles longer than 16 days without having to recreate everything on the disk. Some suggestions for developing and using this kind of structure will appear in a future edition of *Run 5*. That is, as soon as we get it completed!

3. PREPARING A DISK

Whether making a variation to an historical scenario or creating an original scenario, the procedure for preparing a save game disk is essentially the same. Examine the Start and Design menus.

If you have not formatted a **Battlefront** save game disk, prepare one using the procedure given in Chapter 3 of the Game Routines.

When making a change to an historical scenario, select the <CREATE> line from Menu A and type (RET) to obtain Menu B.

If the template which is providing the source for the variation is on a scenario disk, select the <SCENARIO> line and type (RET). Select the chosen scenario from Menu C. The computer will automatically process you through to Menu J (Create Master).

If the template which is providing the source for the variation is on a save game disk, select the <DISK> line and type (RET). Load the chosen file from Menu D. The computer will automatically process you through to Menu J (Create Master).

Use the Design Menus to make whatever changes you wish to the data and then come back to Menu J.

Select the <DISK> line to go to Menu D. Select the <SAVE> line. Locate the desired save location in the catalog with the arrow keys and then type (RET). You will be offered an opportunity to enter a comment. Use it if you wish, otherwise select the <SAVE GAME> line and type (RET).

When you wish to create an original scenario, repeat the above procedure but before entering data use the <CLEAR> line in Menu J to erase the data bases.

4. VARYING A SCENARIO

Varying a scenario is a way of exploring historical options. It is much easier than creating a new scenario from scratch and is a good way to become familiar with the design mechanics.

The German airborne attack on Crete was a daring gamble. Success was definitely against the odds. The Allied defenders were a mixed bunch who were poorly supplied and led. Nevertheless, they should have been able to destroy the German parachutists, who were without artillery and heavy equipment.

There were some Australians at Crete but these were untrained and ill-equipped troops. We can assume that one real Australian regiment (good on yer, Hoges!) was on hand to give the Germans a run for their money.

Use the instructions from Chapter 3 to set up a copy of the Crete scenario to work on.

XX (...)	1	...	Art	ART	(...)
...	1	...	AT	ARM	(...)
CHQ CF	1	...	Eng	INF	(...)
AD HOC	1	...	Tk	ARM	(3)
SB Bde INFANTRY			1W	INF	(...)
			1R	INF	(...)
			RHA	INF	(...)
			3Cr	INF	(...)
Aus Comp AD HOC			2/2	INF	(5)
			2/3	INF	(6)
			16C	INF	(9)
			17C	INF	(10)
			...	(...)	
			...	(...)	
			...	(...)	
			...	(...)	
			...	(...)	
			...	(...)	

EDIT	
DIVISION	
REGT	1
REGT	2
REGT	3
REGT	4

Fig 1

From Menu 4 select the <UNIT DATA> line. From Menu 10 select the <TROOPS> line. From Menu 11 select the Allied <DIV 2> line.

The screen displays a list of the battalions in the division with the divisional assets at the top and the other battalions grouped by regiment. See fig 1. The far right column lists the arrival turn for those battalions that do not start the game on the map.

Notice that there are only two regiments in this division. We are going to create a third. Select the <REGT 3> line.

Before creating the actual battalions we must define the regimental HQ. Select the <HQ> line from Menu 13. The parameters that define the HQ are now highlighted. Select the <EDIT> line from Menu 14.

The cursor is now flashing in the box for HQ I.D. Type (24th Rgt) (RET) (INFANTRY) (RET) (5) (RET) (6) (RET) (5) (RET). The cursor will be back in the regimental HQ I.D. box. Consider fig 2.

HQ ID 24th Rgt		TYPE INFANTRY	
(0-7)--			
Admin::	5		
Leadership::	6		
Supply::	5		
I D 1		MAP LOC (25, 6)	
(0-13)--			
Class::	0	infantry	
(0-3)--		INF type	
Mode::	0	normal	
(0-31)--			
Equipment::	1	Riflemen	
Movement::	10		
(0-15)--			
Strength::	11	(0-7)--	
Rating::	6	Fatigue::	7
Range::	0	Experience::	5
(0-63)--			
Arrival::	11		

SELECT

HQ

 UG 1
 BAT 2
 BAT 3
 BAT 4

Fig 2

Type (ESC/f1) twice to return to Menu 13. Select <BN 1> and then <EDIT>. We will now create the first battalion of the regiment.

Type (1) (RET) (25) (RET) (6) (RET) (0) (RET) (0) (RET) (1) (RET) (10) (RET) (11) (RET) (6) (RET) (0) (RET) (11) (RET) (7) (RET) (5) (RET).

The cursor will be back in the battalion I.D. box. If it isn't, use the arrow keys to cycle through the parameters and make the appropriate changes.

In general, typing errors can be corrected by hitting the space bar if the cursor has not been moved on from the variable or by using the (RET) key to relocate the variable and re-enter it if otherwise.

When all is correct type (ESC/f1) to exit the <EDIT> routine. Since the three rifle battalions we are creating will be virtually identical, we will make use of the <STORE> and <RECALL> features.

Select <STORE> from Menu 14. The battalion that was just defined has been saved as a template that can be used for the others.

Type (ESC/f1) to return to Menu 13. Select <BN 2>. You will see a blank battalion screen with all the values highlighted. Notice that the HQ data previously defined remains unchanged. Now select <RECALL>. The values from the battalion that were stored will be displayed.

We have to change the I.D. and the arrival turn so select <EDIT>. Use the arrow keys to locate the I.D. box and type (2) (RET). Similarly change the arrival value to (13).

Type (ESC/f1) twice exit the Edit function and return to Menu 13. Select <BN 3>. Use the recall feature and change the I.D. to (3) and the arrival turn to (14) then return to Menu 13.

The fourth battalion will be an artillery unit so we will have to enter all its details separately. Select <BN 4> from Menu 13 and select <EDIT>. Type (RAA) (RET) (25) (RET) (6) (RET) (13) (RET) (0) (RET) (5) (RET) (16) (RET) (6) (RET) (6) (RET) (7) (RET) (15) (RET) (7) (RET) (5) (RET) (ESC/f1) (ESC/f1).

You should now be at Menu 13. Type (ESC/f1) again and you will see that we have created the 24th Rgt.

Type (ESC/f1) four times to return to Menu J. Select the <DISK> option and save the variation.

5. THE DESIGN MENUS

This section describes the various menus together with explanations of their functions. The order in which they are presented represents a convenient sequence for the creation of a new scenario.

5.1 MAP DATA

5.11 Map Size (Menu 8)

The map size in *Battlefront* is variable. Each map element is 13 hexes wide by 7 hexes deep. There may be up to three elements across and four down. Thus, the maximum size of a battlefield is 39 by 28 hexes. At a suggested ground scale of 1 kilometer per hex, this represents an area of a little over 1,000 square kilometers.

In creating a scenario, map size **must** be set before anything else. Select the smallest map size that can comfortably support the action you wish to represent.

5.12 Define Terrain (Menu 7)

There are sixteen terrain shapes in *Battlefront*. The shapes are predefined. However the names and the effects on both combat and movement for any

NAME	MOVEMENT (0-31)		COMBAT (0-7)		
	MECH	NON MECH	ARM	ART	INF
OCEAN	...	...	...	...	...
CULTIVATED	4	2	7	7	7
MIX JUNGLE	4	2	6	4	7
ROUGH JUNG	6	3	5	3	6
HYJ JUNGLE	E	4	4	1	4
MOUNTAIN	12	4	4	3	4
...	...	...	...	...	...
BEACH HEX	2	2	7	7	7
AIRFIELD	2	2	7	7	7
...	...	...	...	...	...
MOUNT. PEAK	...	6	1	1	2
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...
...	...	...	...	...	...

Fig 3

terrain shape are definable. It should therefore be possible to represent the ground conditions of any battlefield by judicious use of names and combat/movement effects. Use the (RET) key to advance the cursor through the screen.

Examine any (or all) of the game scenarios and the blank design form in Appendix A. As an example, we have selected the *Saipan* scenario. See fig 3.

Nine of the 16 terrain shapes available have been used in this scenario. For each terrain shape you wish to use, enter a 1-10 letter name.

Every battalion in the game is assigned a movement allowance in the Troop Creation routines. The movement section of this display is used to determine how many movement points each type of terrain will cost when that battalion enters a hex of that type.

Mechanized battalions are those primarily moved by tracked or wheeled vehicles. Non-mechanized battalions primarily move on foot. Enter a number between 0 and 31. Note that 0 signifies the hex is impassable to that battalion and will appear on the screen as a dotted line.

MOVEMENT (0-15)				COMBAT (0-7)					
		MECH	NON MECH	ARM		ART		INF	
ROAD		1	1	+	+	+	+	+	+
FORT		+	+	7		7		7	
CITY		+	+	5		5		6	
(+)	BRIDGE	2	2	5		7		5	
(+)	RIVER	+	6	4		7		4	

ADJACENT CONTROLLED HEX PENALTY (0-15)							
(+)	ENEMY	(1) 0	(2) 0	(3) 0	(4) 1	(5) 2	(6) 3

VP'S PER STRENGTH POINT (0-15)		
	MECH	NON MECH
AXIS	5	2
ALLIED	4	3

Fig 4

Note that terrain type T0 (ocean) cannot be edited for movement purposes. No-one is allowed to walk on water!

In the above example, <HYY JUNGLE> terrain costs 8 MPs for mech bns and 4 MPs for non-mech bns. The terrain symbol in the upper left corner corresponds to the line currently being edited by the cursor.

Terrain affects combat by reducing the effectiveness with which an enemy battalion will attack a particular hex type. Since armoured, artillery and infantry units play a different role in combat, there is a separate effect for each type. Enter a value between 0 and 7. A value of 7 means that the terrain has no effect on combat. A value of 0 means an incredibly tough position to assault.

5.13 Define Misc Factors (Menu 6)

There are 3 components to this screen. Examine any (or all) of the game scenarios and the blank design form in Appendix A. As an example, we have selected the *Bastogne* scenario. See fig 4.

1. Roads, Forts and Cities (Towns) must have their movement and combat effects defined in the same way as terrain types. Note that forts and cities cannot affect movement and roads cannot affect combat. Mechanized units cannot cross rivers except at bridges. There are no forts in the Bastogne scenario which accounts for the ineffectiveness of their rating.

2. Every hex on the map is controlled either by the Axis or Allied player. Control changes when a battalion enters an enemy controlled hex (or moves adjacent to an enemy controlled hex if there are no enemy units within three hexes). This is automatic except for enemy forts and minefields. They take a variable amount of time to demolish/clear and until rendered ineffective they will function as normal for their original owners.

Progress is always slower when moving in enemy territory. Just how much slower is determined by the values entered for adjacent enemy controlled hexes. Any number from 0 to 15 can be entered to reflect the degree of control.

3. The size of a battalion is measured in strength points as described in the Troop Creation routines. Each player receives victory points for destroying enemy battalion strength points. A value between 0 and 15 must be entered for both the mech and non-mech categories.

5.14 Map Create Utility (Menu 9)

It's probably a good idea to make a draft version of your battlefield before completing the rest of the map data. However, we strongly advise you not to edit the map screen until all the information in Menus 6-8 has been compiled and entered into the program.

A 13 hex by 7 hex section of the map will appear. In the 4 lines of text below the map you will find the hex co-ordinate of the cursor's current location, the name of the hex type and which nationality controls it. There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

There are 16 terrain types which can be entered. River and bridge hex-sides can be entered. Roads, cities (towns), forts and minefields can be added to a hex in any combination. Every hex must be identified as Axis or Allied.

The I,J,K,M and 1-6 keys will move the cursor around the chosen battlefield. 0 will centre the screen on the cursor.

To create a terrain type in a hex, type (T)(n) where n = a number between 0 and 15. Please see the blank terrain effects chart in Appendix A. Note that the second terrain type (the clear icon) requires you to type (T) (1) (RET). This is to distinguish it from terrain types T10-T15.

To add a road, town, fort or minefield to the hex, type (R), (T), (F) or (X) while the cursor is over the hex. Retyping the selected key will erase the icon.

To create a river hex-side, you must type three keys. The first is (S). This identifies

a hex-side. The second is a number between 1 and 3. This identifies north, north-eastern and south-eastern hex-sides respectively. Note that the south hex-side of one hex is the north hex-side of the hex directly below it. In this way, all 6 hex-sides can be edited. The third is a number between 1 and 2. (1) identifies a river. (2) identifies a bridge. Type (S0) to clear all hex-sides from a particular hex. For example, to build the bridge adjacent to the town of Bastogne, position the cursor in hex (13,9) and type (S), (3), (2).

To set control of a hex to Axis or Allied, type (RET) to bring up the map menu and select <SET SIDES>. Select <AXIS> or <ALLIED> as appropriate. All hexes, except T0s, will have their terrain icon replaced by the Axis or Allied control icon. As the cursor moves, it will leave a trail of the appropriate control icons behind it. To change control, type (RET) to bring up the map menu and select <RESET ALL>. You are back at square 1 and can repeat the procedure using the other control icon. When editing hex control from scratch, the default value is Axis.

For convenience, you can set the cursor to automatically produce a terrain shape. With the cursor flashing on the chosen terrain, type (RET). This brings up the map menu in the bottom right of the screen. Selecting <SET SHAPE> from this menu will lock the current terrain shape to the cursor. You may now move the cursor and the selected shape will be created wherever the cursor is moved. Type (RET) again to go back to the menu and select <RESET ALL> to turn off the shape.

Rivers cannot be crossed by mechanised movement except at bridges. Since all HQ's are mechanised, this means that supply lines cannot cross rivers except at bridges. If a water course was easily crossed just about anywhere, then leave it out or provide lots of bridges.

5.2 UNIT DATA

5.21 Troop Creation (Menu 14)

Examine the blank division roster in Appendix A. One of these should be prepared for each division in the game. Do not attempt to edit the screen until these rosters have been completed.

Armed with your completed roster and using the information in Chapter 4 (Varying a Scenario), you can create the units in the division. The following notes will explain the factors which must be valued or rated. See **fig 2** in Chapter 4 for a completed example.

Headquarters

HQ I.D. Enter a 1-8 character name to identify the division or regiment.

UNIT TYPE. Enter a 1-8 character name to describe the type of division or regiment.

HQ ADMIN. Enter a value between 0 and 7. Admin affects the efficiency of

every function the HQ carries out. The higher the value, the better. Divisional HQ admin never varies in the course of a game. Regimental HQ admin rises and falls in response to the current situation.

LEADERSHIP. Enter a value between 0 and 7. Leadership is always important in battle. The higher the value, the better. Neither divisional HQ leadership nor regimental HQ leadership will change in the course of a game.

HQ SUPPLY. Enter a value between 0 and 7. An adequate HQ supply level is vital for effective combat. Values between 4 and 7 are satisfactory for all purposes, values of 2 or 3 will result in certain penalties in combat while values of 0 and 1 are disastrous. Divisional HQ supply never varies in the course of a game. Regimental HQ supply rises and falls in response to the current situation.

ARRIVAL (XX HQ ONLY). Enter a number between 0 and 63. This is the turn that the divisional HQ will arrive on the map. An arrival number of 0 means the HQ begins the game deployed on the map.

LOCATION (XX HQ ONLY). Enter the x,y map co-ordinates of the HQ's start hex.

Battalions

UNIT I.D. Enter a 1-3 character name to identify the battalion.

LOCATION. Enter the x,y map co-ordinates of the battalion's start or arrival hex. Note that amphibious reinforcements should be given an ocean hex adjacent to the intended beach-head. Do not place two battalions in the same hex.

CLASS. Enter a number between 0 and 13. These 14 numbers correspond to the fourteen different types of battalions you may create. Chapter 3 of the Game Routines shows a screen illustration of each type. 0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type.

MODE. Enter a number between 0 and 3. This number determines the mode of entry of a battalion. 0 = normal; the battalion begins on the board or arrives as a reinforcement in the normal fashion. 1 = airborne; the battalion begins the game just landed by air drop or arrives as a reinforcement by air drop. 2 = air landing; the battalion begins the game just landed by air transport or arrives as a reinforcement by air transport. 3 = amphibious; the battalion begins the game at sea adjacent to a beach-head or arrives as a reinforcement in an ocean hex.

Units in normal mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in parachute mode will arrive on any hex within 1 hex of their designated entry hex. If there is no vacant hex inside this radius, they are destroyed. Units in air landing

mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in amphibious mode will appear on their ocean entry hex and in the next turn move ashore to any adjacent hex. If there is no vacant hex, they will wait offshore until there is one.

EQUIPMENT. In Menu 15 you are asked to describe, with a 1-8 character name, the types of equipment/troops used by your corps. This facility makes the identification of friendly units much easier. The name itself is not used by the program; it is simply a mechanism to increase the recognition level of a battalion. There is space to list 31 items of equipment and/or troop types. Number 0 is always blank. Enter the number corresponding to the appropriate equipment.

Once you've had some experience with these routines, we recommend you prepare Menu 15 before Menu 14.

MOVEMENT. Enter a number between 0 and 31. This is the number of movement points the battalion will have available for each turn. Note that you must co-ordinate this number with the mechanized minimum value from Menu 19 (Scenario Details). All battalions with a movement allowance greater than or equal to the chosen mechanized minimum value will be treated as mechanized units; all others will be treated as non-mechanized.

Note that divisional HQs are automatically considered to have a movement allowance equal to the mechanized minimum.

STRENGTH. Enter a number between 1 and 15. (You can enter 0, but if you do the unit will not appear in the game). For infantry and armour types, a full strength company is equal to 3 strength points (SPs). A depleted company is worth 2 SPs and a remnant company worth 1 SP. For artillery types, 3 tubes is equal to 1 SP.

RATING. Enter a number between 0 and 15. This number is a subjective evaluation of the quality of the equipment and organization of the battalion. For example, the rating of a tiger tank battalion would be 12-15 depending on the scenario while a Matilda tank would be lucky to rate 1 in any circumstances.

Infantry, armour and artillery type battalions should be rated on separate scales. The combat mechanics take care of the inter-relationships.

RANGE. All direct attack types of infantry battalions should have a range of 0. All supporting types of infantry battalions should have a range of 1. All armour type battalions (except mechanized infantry) should have a range of 1. All artillery type battalions should have a range equal to the effective distance at which they could engage the enemy. The maximum range is 15.

ARRIVAL. Enter a number between 0 and 63. This is the turn that the battalion will arrive on the map. An arrival number of 0 means the battalion begins the game deployed on the map.

FATIGUE. Enter a number between 0 and 7. 0 = totally exhausted, 7 = bright-eyed and bushy-tailed.

EXPERIENCE. Enter a number between 0 and 7. 0 = green and pretty well useless, 7 = elite troops of the highest quality. The average regular battalion should have an experience between 3 and 5.

ATTACHMENT (XX ASSETS ONLY). Enter a number between 0 and 4. This number will identify which regiment of the division has currently been assigned the particular asset battalion. A number of 0 indicates that the asset is in reserve.

Note that all asset battalions which are intended as reinforcements should be assigned to a regiment and *not* placed in reserve. This will stop them from clogging up a reinforcement hex while they get their bearings.

On your way back to Menu 10, stop at Menu 12. A summary of the division you have just created is displayed. See **fig 1** in Chapter 4 (Varying a Scenario).

A Special Note for Serious Designers

Obviously, there is a lot more which could be written about these battalion creation routines. There will be. We're planning to provide an exhaustive directory of World War II Military Organization on a Nation by Nation basis. This will appear in forthcoming issues of our magazine, *Run 5*. If you've never heard of it, please see our message elsewhere in this manual.

5.22 Equipment Roster (Menu 15)

The use of this menu has already been explained in the previous section.

5.23 Axis/Allied Objectives (Menu 16)

Axis and Allied objectives are created in the same way. Examine the blank objective chart in Appendix A as well as any of the scenarios.

Each side may have a maximum of 12 objectives. The <FORWARD> and <BACK> lines in the menu window are used to bring up the next objective. The <EDIT> line is used to enter the objective and set its parameters. The <MAP> line is an alternative method of positioning the objective on the map.

Each objective must be given a 1-11 character name and an x,y map location. Note that the first character of the objective's name activates it for game purposes.

Victory points can be awarded for the possession of an objective on a turn by turn basis throughout the game and/or at the end of the game. When awarding points throughout the game, you must select the turn that point scoring will begin and the turn on which it will end.

If you wish to create an objective simply as a signpost for the direction of your troops, then don't assign any VPs for its possession.

5.3 BRIEFING

5.31 Corps Details (Menu 18)

Examine the blank briefing form in Appendix A as well as any of the scenarios.

For each nationality you must enter a 1-16 character name for the Side, the Corps and the Commander.

Support points are assigned in two categories; those available in daylight turns and those available at night. Each point of air support is equivalent to 1 SP of artillery. Reliability measures how likely the support points are to be available for use each turn. 0 = unlikely, 3 = almost certain. Rating is a measure of the effectiveness of the support.

Air superiority is measured on a scale of 0-7. 0 = strong Axis, 7 = strong Allied. Reliability measures how likely this air superiority is to remain throughout the scenario. A reliability of 0 means the air superiority condition could fluctuate frequently throughout the scenario. A reliability of 7 means there is little chance of any change to the air superiority condition.

5.32 Scenario Details (Menu 19)

The blank briefing form in Appendix A illustrates this routine.

Enter a 1-16 character name for the scenario. There are up to three 26 character lines you can use for a sub-title to the scenario.

Enter the day, month and year that the scenario begins. Every game begins with the am turn.

Enter the number of days the scenario will last. The maximum is 16. Every game ends on a pm turn.

Enter the initial weather. 0 = precipitation (rain or snow as appropriate), 1 = heavy overcast, 2 = light overcast, 3 = clear. Note that this is atmospheric weather only. To reflect the effect of mud or snow on ground movement, you must make appropriate provision in the terrain effects routine.

Enter the current weather forecast. 0,1 = stormy, 2,3 = building, 4,5 = stable, 6,7 = clearing.

APPENDIX A

BRIEFING

AXIS		ALLIED	
SIDE [16]	SIDE [16]	SIDE [16]	SIDE [16]
CORPS [16]	CORPS [16]	CORPS [16]	CORPS [16]
COMMANDER [16]	COMMANDER [16]	COMMANDER [16]	COMMANDER [16]
DAY	NIGHT	SUPPORT	DAY
QUANTITY (0-99)			
RELIABILITY (0-3)			
RATING (0-15)			
AIR SUPERIORITY (0-7)			
STATUS = ☐			
RELIABILITY = ☐			

SCENARIO [16]	
BRIEFING [26]	
START DATA	
(1-31)	DATE = ☐
(1-12)	MONTH = ☐
(0-63)	YEAR = ☐
(1-16)	LENGTH = ☐
(0-3)	WEATHER = ☐
(0-7)	FORECAST = ☐
(0-31)	MECH MIN = ☐

TERRAIN EFFECTS CHART

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0						
T1(RET)						
T2						
T3						
T4						
T5						
T6						
T7						
T8						
T9						
T10						
T11						
T12						
T13						
T14						
T15						
-	ROAD					
-	FORT					
-	CITY					
-	BRIDGE					
-	RIVER					

APPENDIX A

DIVISION ROSTER

SCENARIO		Nationality		1st Ind		II		II		3rd Ind	
XX		Division		2nd Ind		II		II		4th Ind	
HQ											
III		1st Regt		III		2nd Regt		III		3rd Regt	
HQ				HQ				HQ		HQ	
II		1st Bn		II		1st Bn		II		1st Bn	
II		2nd Bn		II		2nd Bn		II		2nd Bn	
II		3rd Bn		II		3rd Bn		II		3rd Bn	
II		4th Bn		II		4th Bn		II		4th Bn	

HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]					
UNIT TYPE	[8]					
HQ ADMIN	0-7					
LEADERSHIP	0-7					
HQ SUPPLY	0-7					
ARRIVAL	0-63		N/A	N/A	N/A	N/A
LOCATION	(x,y)		N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]																				
LOCATION	(x,y)																				
CLASS	0-13																				
MODE	0-3																				
EQUIPM'T	0-31																				
MOVEMENT	0-31																				
STRENGTH	0-15																				
RATING	0-15																				
RANGE	0-15																				
ARRIVAL	0-63																				
FATIGUE	0-7																				
EXPERIENCE	0-7																				
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

APPENDIX A

OBJECTIVES AND MISC. FACTORS

I.D.	NAME [11]	MAP LOC [x,y]	START (0-63)	END (0-63)	POINTS PER TURN (0-30)	POINTS AT END (0-255)
1(AX)						
2(AX)						
3(AX)						
4(AX)						
5(AX)						
6(AX)						
7(AX)						
8(AX)						
9(AX)						
10(AX)						
11(AX)						
12(AX)						
1(AL)						
2(AL)						
3(AL)						
4(AL)						
5(AL)						
6(AL)						
7(AL)						
8(AL)						
9(AL)						
10(AL)						
11(AL)						
12(AL)						

ADJACENT ENEMY HEX PENALTY (0-15)

1st HEX = 4th HEX =
 2nd HEX = 5th HEX =
 3rd HEX = 6th HEX =

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS		
ALLIED		

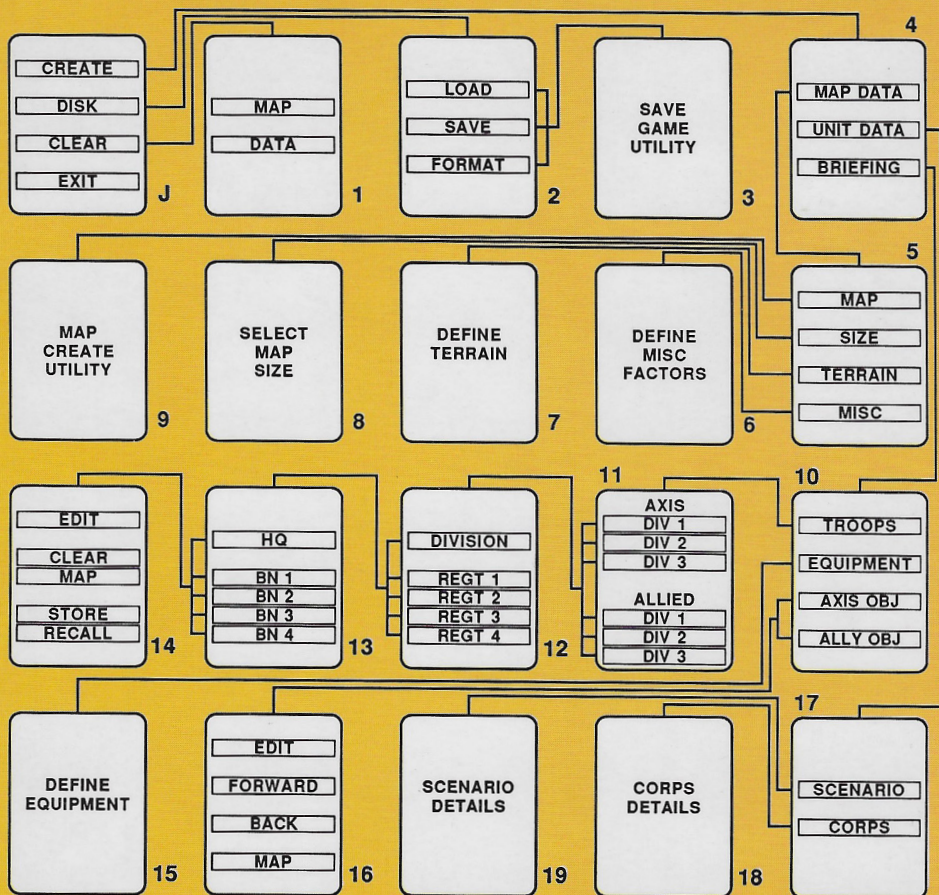
MAP SIZE

ACROSS
(0-2)
 DOWN
(0-3)

DESIGN MENUS

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/1).



INDEX TO DESIGN MENUS

- | | |
|-----------------------|------------------------|
| J - CREATE MASTER | 10 - UNIT SELECT |
| 1 - CLEAR DATA BASE | 11 - DIVISION SELECT |
| 2 - DISK MENU | 12 - REGIMENT SELECT |
| 3 - SAVE GAME UTILITY | 13 - BATTALION SELECT |
| 4 - CREATE SELECT | 14 - CREATE BATTALION |
| 5 - MAP SELECT | 15 - NAME EQUIPMENT |
| 6 - MISC FACTORS | 16 - CREATE OBJECTIVES |
| 7 - TERRAIN EFFECTS | 17 - BRIEFING SELECT |
| 8 - MAP SIZE | 18 - CORPS DETAILS |
| 9 - CREATE MAP | 19 - SCENARIO DETAILS |

STRATEGIC STUDIES GROUP PTY LTD

PO BOX 261 DRUMMOYNE, 2047. AUSTRALIA

